

• WARSCROLL •

SYLL'ESKE

THE VENGEFUL ALLEGIANCE



Syll Lewdtongue has inspired thousands of warlords to acts of tyranny and misrule, but since uniting their powers with the megalomaniacal daemon monarch Esske, the Herald of Slaanesh has become a force of conquest like no other.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Dominion	2"	4	4+	3+	-2	D3
Scourging Whip	2"	8	3+	4+	-1	1

DESCRIPTION

Syll'Eske, the Vengeful Allegiance is a named character that is a single model. Syll is armed with a Scourging Whip.

COMPANION: Esske attacks with its Axe of Dominion. For rules purposes, Esske is treated in the same manner as a mount.

ABILITIES

Deadly Symbiosis: *When they attack, either Syll or Esske will strike first, creating openings that the other can take advantage of.*

When this model fights in the combat phase, you must pick either its Axe of Dominion or its Scourging Whip, and you can only make attacks with that weapon that phase. Then, after the players have picked any other units to fight, this model can pile in and attack with the other weapon, and you can re-roll hit rolls for attacks made with the other weapon in that phase.

Lithe and Swift: *Spurring one another on, Syll and their consort stride across the battlefield with uncanny swiftness.*

This unit can run and still charge later in the same turn.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HEDONITE, HERO, WIZARD, HERALD OF SLAANESH, SYLL'ESKE, THE VENGEFUL ALLEGIANCE

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase, and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Subvert spells.

Subvert: *Syll torments the foe with whispers and visions, distracting them from their duties.*

Subvert has a casting value of 7. If successfully cast, you can pick 1 enemy **HERO** within 18" of the caster that is visible to them. That **HERO** cannot use any command abilities until your next hero phase.

COMMAND ABILITIES

Regal Authority: *Syll's consort is revered as a mighty ruler by their followers.*

You can use this command ability at the start of the combat phase if this model is your general and is on the battlefield. If you do so, until the end of that phase, you can re-roll hit rolls of 1 for friendly **CHAOS SLAANESH** units while they are wholly with 18" of this model.

In addition, you can use this command ability at the start of the battleshock phase if this model is your general and is on the battlefield. If you do so, until the end of that phase, do not take battleshock tests for friendly **CHAOS SLAANESH** units while they are wholly with 18" of this model.